THE GAME

OF GO

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Foreword

The rules of Go are few and simple; they can be learned in a half-hour. The application of these rules, however, can lead to a game of great depth and subtlety, so that although two novices can heartily enjoy games with each other, a lifetime is hardly long enough to attain the skill of a master player.

The game has the advantage that handicaps can be given without changing the essential character of the play, so that the beginner can pit his skill against a much stronger player and both will find pleasure in the game.

History

Go is probably the oldest board game in existence. According to legend, it originated in China more than 4000 years ago. About 1200 years ago it was introduced into Japan, where it has achieved such popularity that it is considered the national game of that country. Furthermore, it is in Japan that the game has reached its highest development, so that today Japanese masters excel all others.

The first complete description of the game in a European language appeared in the latter part of the 19th century. Since that time a number of books and treatises on Go have been published in English and in German. The most recent in English (except for articles in the American Go Journal) is Edward Lasker's "Modern Chess Strategy", published in 1950, which contains an appendix on Go.

In addition to the countries of its origin, Go is now played in most of the countries of Europe, in South Africa, and in North and South America.

In the past, an obstacle to the spread of the game in the United States was the difficulty of obtaining Go sets, which had to be imported from Japan, but now inexpensive sets can be obtained in this country.

A game usually takes from 30 minutes to an hour when played by amateurs for pleasure. Tournament games between masters may take up to 40 hours!

The Go Set

The material required to play a game is a board, a bowl or box full of black stones and one of white. The board, usually about 17 by 17 inches in size, is rectangular, and has 19 horizontal and 19 vertical lines, about 7/8 of an inch apart. The stones are played on the intersections of these lines, not on the squares formed by the lines.

As shown in the illustration, the vertical lines are designated alphabetically from A to T (omitting I), and the horizontal lines are numbered from 1 to 19, in order to facilitate the description of plays. Thus a play on the center point would be designated as K10.
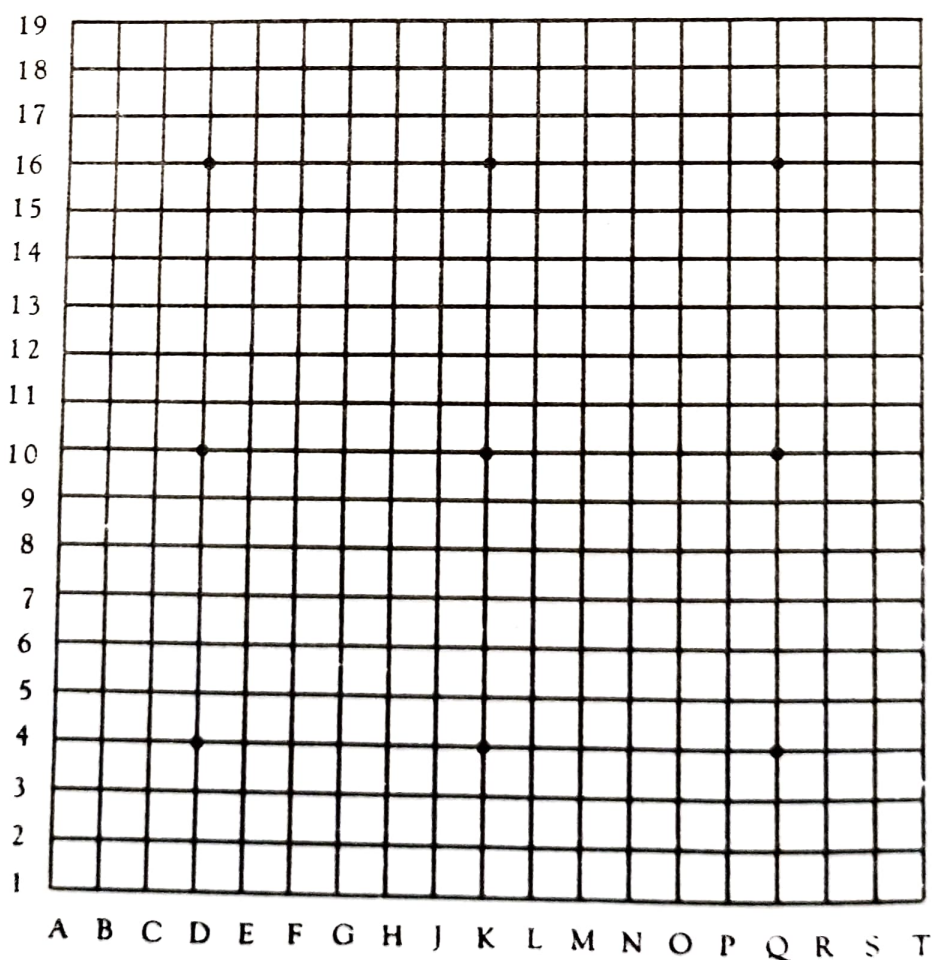
Nine of the intersections are distinguished by large dots (called stars). These have two purposes: they serve as orientation points, and they show where handicap stones are to be placed when the difference in strength between players makes a handicap desirable.

Each player is provided with about 180 stones - enough so that he never runs out of stones. The stones are about 7/8 of an inch in diameter, and are somewhat thinner at the edge than in the center so that they may be more easily picked up. The thickness at the center is between 1/8 and 1/4 inch. Traditionally, the white stones are made of shell, the black of slate, but many modern stones are made of plastic.

Playing The Game

The better player always uses the white stones, the other the black, and "Black" always makes the first play. At the beginning of the game, there are no stones on the board. The players alternately place one stone at a time on any unoccupied point of the board (with two exceptions, as explained later). Once placed, the stones are never moved - unless captured, in which case they are immediately removed from the board

If a handicap is given, the placing of the several handicap stones on the conventional pre-determined points is considered Black's first play.

By judicious placement of his stones, each player tries to control the largest possible area with the smallest possible investment of stones. These areas are first sketched out by apparently disconnected stones, which the player hopes to connect eventually into continuous walls. If, however, a player is too ambitious and attempts to build too large an area, the opponent will be able to play inside this area without being captured. If he is over-cautious, his areas may be safe but too small. In this nice balance between daring and caution lies the crux of the game.

3

A stone, or group of stones, is captured and removed from the board by the opponent when he has occupied every adjacent intersection to which such stones connect by straight lines.

The score of each player is determined, at the end of the game, by counting the number of vacant intersections or points within his walls, plus the number of prisoners he has taken.

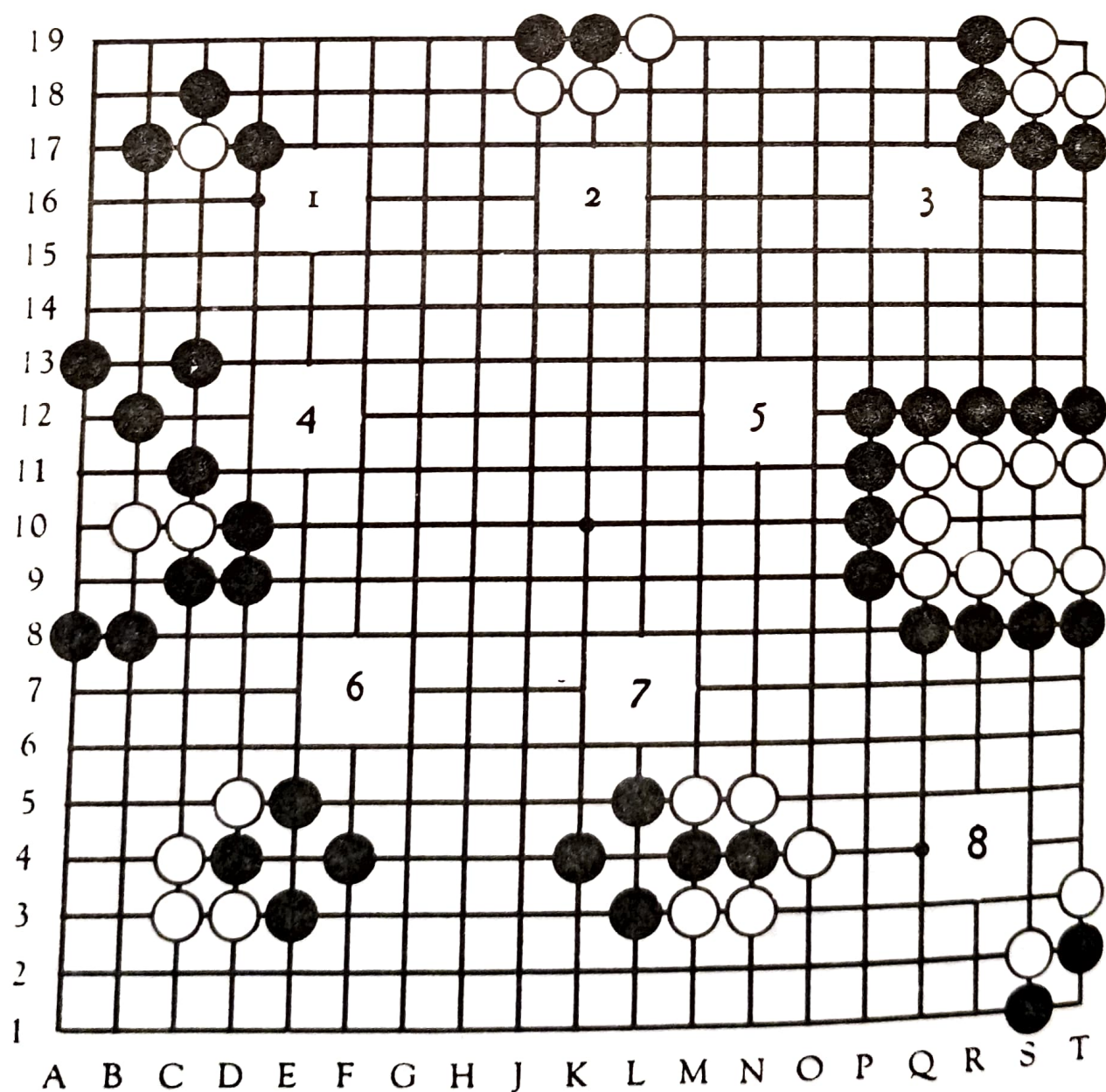These two rules are best clarified by consideration of the diagrams which follow.

Diagram 1

4

The Rule of Capture

Diagram 1 illustrates the rule of capture. In figure 1 for example, if Black plays C16, the white stone at C17 is thereby captured and is removed from the board by Black, to be held as a prisoner until the end of the game. Note that it is not necessary for Black to play at B18, D18, B16 or D16. In position 2, White can capture two stones by playing H19.

Naturally entire groups of stones can be surrounded and captured. In position 3, the white group is encircled, but not yet dead, since it still has one vacant intersection within itself. Black can capture these stones by playing T19, however. (The reader might argue that this is inconsistent, since the black stone on T19 is itself surrounded the moment it is played, and should therefore be considered White's prisoner. This is not the case, however; the act of playing T19 and the act of removing the three white stones are both parts of Black's turn to play. Only after he has picked up the white stones is it again White's turn to play, and then, of course, White cannot capture the T19 stone.)

The two white stones B10, C10, in figure 4 are not yet captured (or killed, or dead – these terms are used interchangeably) although they are within a black chain, because they are not cut off from all vacant points. Black must first occupy B9, A10 and B11, before he can remove the two white stones as prisoners.

In Figure 5 the surrounded white group encloses three vacant points. It cannot be removed from the board until these three points have been filled. If it is Black's turn to play, he must begin by playing at S10. If White answers either T10 or R10, the next Black play captures the group; if White plays elsewhere on the board, Black can play either T10 or R10, threatening to capture on the following play. White can then take the two black stones, of course, but this does not save him – Black plays inside again, which leaves only one vacant point, and now Black captures all the white stones on his next play no matter what White does.

If it is White's turn to play, on the other hand, he can make this group safe from capture by playing S10 himself. This white group will then have two separated vacant

internal points, called eyes (or Me). Once a group has at least two such completely enclosed, separated, vacant, internal points, it is forever a live group, which the opponent can in no way capture or kill. Suppose Black were to play on either T10 or R10, his play would be wasted, because it would not fill the last vacant point to which the white stones connect. White would just remove the Black T10 or R10 and play on some other part of the board.

As a matter of fact, once White has played S10 in position 5, the rules of the game forbid Black to make the suicide play T10 or R10. This is the first of the two exceptions noted earlier to the general rule that a player may play on any unoccupied point he chooses to. There appears to be no logical reason why Black should not be permitted to make such a futile play if he wishes to, but in general the rule causes no hardship. It applies only to situations where the stone played would be a prisoner the moment it was played; it does not prohibit a player from playing within an opponent's group in such a fashion that his stone will eventually become a prisoner.

Diagram 1
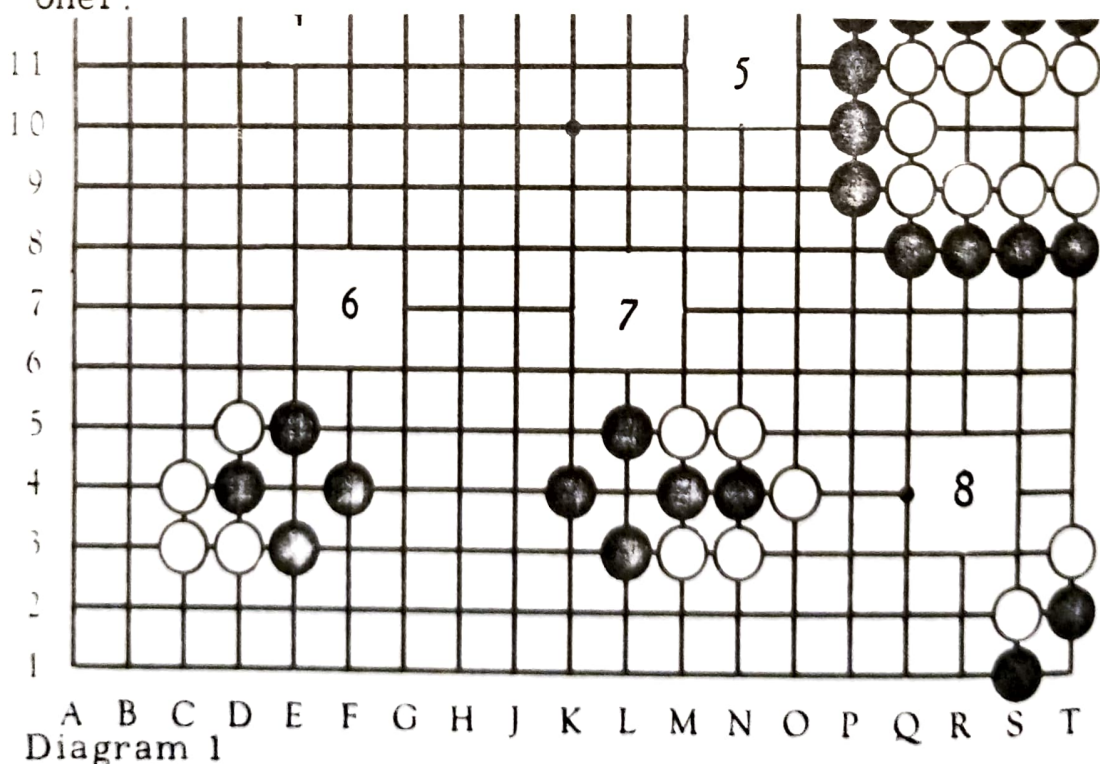
The Rule of Ko

The second exception to the rule that a player may play on any vacant intersection is a more logical one.

It is illustrated by position 6. White can capture the D4 stone by playing E4. If Black were permitted to reply by playing D4 and capturing the E4 stone, White could just as reasonably reply E4, capturing D4. The situation could be endlessly repeated, and the game would have to be broken off as a stalemate. (The reader may feel that the situation is trivial, but this is not so – the life or death of large groups of stones may depend on who finally controls the disputed intersection!) We have, therefore, the following rule:

A stone, which on the preceding play has captured one stone, cannot immediately be retaken if such a capture leads to a reptition of the original situation.

If, therefore, White plays E4, Black cannot immediately play D4, but must first play elsewhere on the board. Then on his next turn to play he can take the E4 stone – if White meanwhile has not played D4 himself. If the intersection is important to Black, he will strive to make a play elsewhere which White will not dare to ignore, in order to prevent White from playing D4. Then Black will be able to come back and retake. Now White will try to make a play elsewhere on the board which is so strong that Black must answer it. After Black has replied to the threat elsewhere, White retakes at E4. This sequence of threat elsewhere, reply, and retake may continue for some time. Eventually one player runs out of threats, or has left only a threat so weak that his opponent can gainfully ignore it, fill the ko (e.g. Black at E4 or White at D4), trading gain in the ko situation for the loss resulting from the ignored ko threat.

Such a position is called a Ko. (Occidental players have found it convenient to borrow a number of such Japanese words.) Position 8 shows a Ko in the corner: White can play T1, capturing the black stone at T2. Black cannot immediately capture the T1 stone, but must first play elsewhere.

In position 7, White can capture two stones by playing L4. Black can immediately take the L4 stone by playing M4. This position is not a Ko, since two stones were taken initially, not one, and endless repetion does not occur.

7

Diagram 2, in which a small board is used for convenience, illustrates the method of determining the score. (Beginners frequently find the 13 x 13 board desirable for their first few games.) White has enclosed 31 points, namely A10, B9, M12, N13 and the twenty-seven vacant points on the southern half of the board, between lines C, K, 1 and 6. During the game he took four prisoners, so that his total score is 35.

The remainder of the vacant points on the board – there are thirty-six of them – are within Black's walls, and Black took five prisoners during the game, for a total score of 41. Black therefore wins by six points.

The reader may question whether White or Black really owns the points M12 and N13 – true, they are surrounded by White, but in a sense they are also surrounded by Black, since Black encompasses the white group. In considering this question, it is important to note that the white group has two eyes, and is therefore a safe group which Black cannot attack. This being the case, the two points are White's territory, even though his group is an enclave. In fact, his large area on the southern border is also surrounded by black stones, but again it is White's territory, since he can defend it against any attack.

The white group around A10 also illustrates the deduction that we drew earlier from the general rule of capture – that in order to be safe, a group must have at least two eyes, that is, enclose at least two separated vacant points. Thus, if there were no white stone at A9, Black could kill the white group and take its stones prisoner, beginning by playing A9 himself, just as in Figure 5 of Diagram 1. Similarly the white stone at B11 is necessary – if Black had one of his stones on this intersection, the eye at A10 would be a "false" eye, and the white group would die.

It should be remarked that games are won through territory enclosure primarily. Well balanced games consist largely of double purpose plays – plays that enlarge one's own territory, and threaten the opponent simultaneously. The capture of prisoners is quite secondary. In games between the best players, relatively few prisoners are taken, although the threat of capture (often many moves in the future) influences every play.
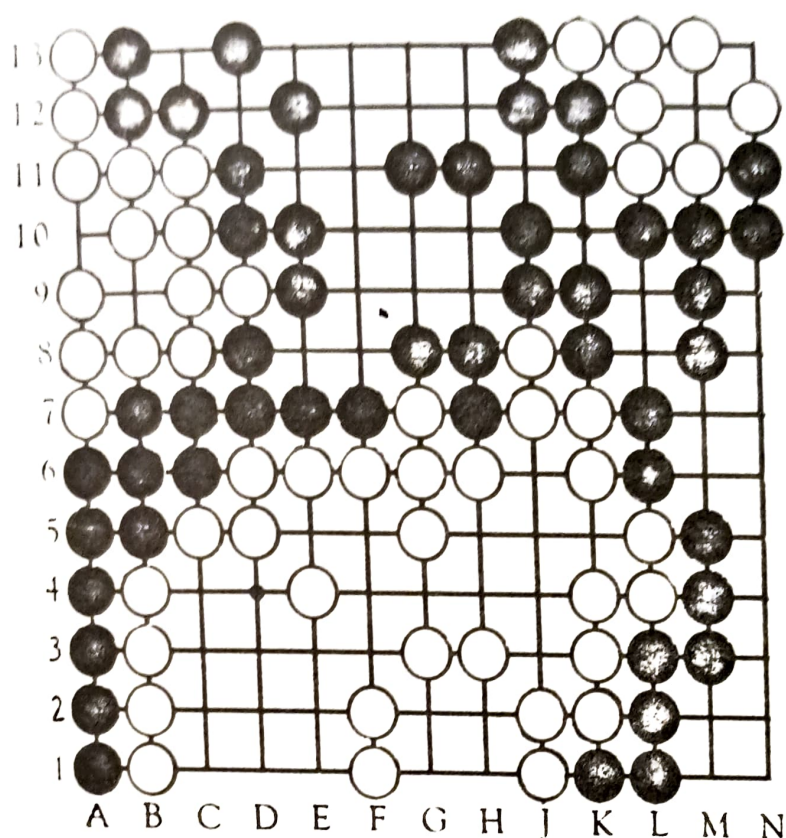
Diagram 2

Observe that the edges of the board serve as natural boundaries of the adjacent areas and need not be occupied, though each group along the borders must be built down to the edge. Thus, if there were no white stone at B1, the white territory would not be sufficiently enclosed – Black could diminish White's area by playing B1 himself.

Similarly at other points the enclosing walls must be complete – the black stone at M5 is essential.

Because of the fact that the edges act as natural boundaries, relatively few stones may serve to enclose territory in the corners and along the sides compared with the number required to enclose points in the center. For this reason, play usually starts near the corners and sides, leaving the center for later in the game.

No white stone is needed at C4 (still Diagram 2) because by no possible play can Black encroach on the white area here. For example, if he plays C4, White answers C3; if Black continues with D4, White replies D3, capturing the two invaders. White's territory is now two points smaller, but he has two more prisoners, so his total score is unchanged. Black's futile attack has not changed the score of either player.

This, in fact, defines the end of a game – namely, when further play is of no advantage to either side. Thus, in diagram 2, neither player can successfully invade any of the opponent's territories – the discussion of the C4 point above could be repeated for every vacant point on the board. It would be foolish for either player to play within his own territory, since such a play would decrease the number of vacant points within his walls, and hence, would decrease his own score. Play therefore ceases. If there is a difference of opinion as to whether further play may be profitable, one player may pass and the other may invest as many more men as he wishes, but each player must have a turn to either play or pass after each stone is added. When both players pass, the game is over.

Stones which, at the end of the game, are hopelessly cut off from their friends are picked up by the opponent as prisoners without further play. Thus if in Diagram 2 there were a white stone at G12, Black would pick it up as a prisoner after both players had passed, without having to play at F12, H12 and G13 as he would during the game. This is a reasonable convention, although at first glance it may appear rather arbitrary to have a special rule of capture apply once the game is over. If Black were required to play three stones to capture such a stone, it would be to White's advantage to play at G12, and vice versa it would be to Black's advantage to play scattered stones in White's territory. This would result in a dull and exasperating type of end-game.

To make counting the score easier, the usual practice is for White to put any black stones, which he has captured, inside the black territory at the close of the game, and similarly Black places the white prisoners on the vacant points which White controls. If this were done in the above example, Black would have 32 territory points and White 26. The difference is still six, in Black's favor. For even greater convenience, each player usually rearranges his opponent's stones so that the various territories consist of easily counted patterns of vacant points. To permit doing this without error, any vacant points between groups are filled by either player – if there were no stone at C6, for example, either Black or White would finally fill this vacant intersection, before beginning to

10

count the score. It would make no difference to the score whether it was White or Black who played C6, since a stone played at this point would not enclose additional territory for either player. Such intersections are called Dame.

Better players estimate the score with considerable accuracy during the game, and govern their strategy accordingly. It is not uncommon for a master player to resign if his count of the score shows him to be ten points behind – so early in the game that a novice would not be able to tell who was winning.
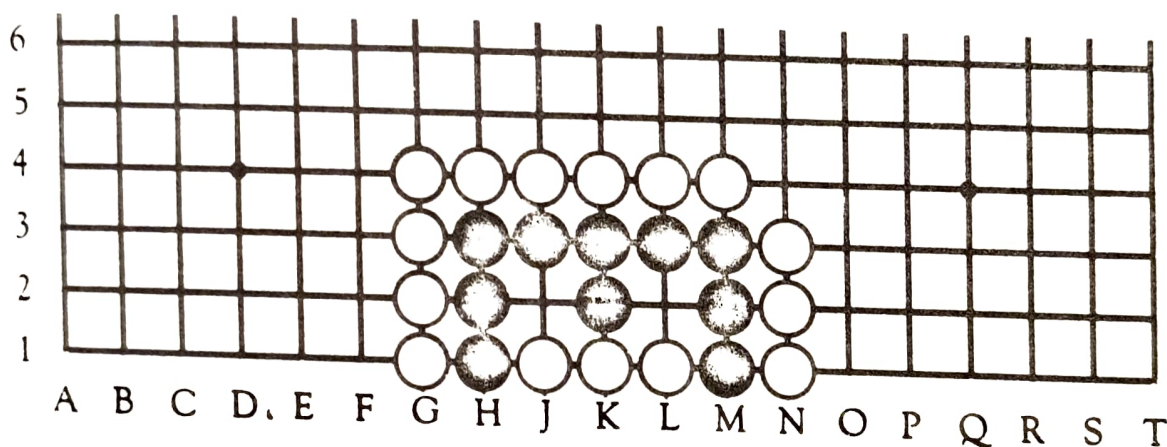

Diagram 3

Seki

Diagram 3 illustrates a type of local stalemate which occasionally occurs. A white group surrounds a black one, which in turn surrounds three white stones. If White plays either J2 or L2, Black captures by playing the other point, and can make two eyes no matter what White then plays. His score from this group would then be eight points.

If, on the other hand, Black is foolish enough to play either J2 or L2, White captures all the black stones here, and scores heavily.

Neither dares to play here, then, and the situation remains as it is at the end of the game; the two vacant points do not count for either player, and the stones become the prisoners of neither. This situation is called Seki.

A Seki may occasionally be ended by the capture of the outside stones (the whites on G1, G2....N1, in this case).

Handicapping

The rules of Go are so arranged that players of unequal skill may enjoy a close match through the device of handicap stones. These do not change the essential character of the play in the way that the character of other games (e.g., Chess) is changed when a large handicap is given.

Each handicap stone is estimated to give Black a ten point advantage. More than nine stones are rarely given, since the discrepancy in techniques would then make the game too dull for White. If Black receives handicap stones, they are regarded as his first play.

Custom has established the placement of the handicap stones as follows (assuming Black sits on the line 1 side of the board):

Number of Stones	Location
2	D4 and Q16
3	Same as 2 plus Q4
4	Same as 3 plus D16
5	Same as 4 plus K10
6	Same as 4 plus D10, Q10
7	Same as 6 plus K10
8	Same as 6 plus K4, K16
9	Same as 8 plus K10

If the difference in strength is less than a two stone handicap, the weaker player merely takes the black stones and plays first – anywhere he chooses.

Courtesies and Conventions

A game which has been played for many centuries by a race which stresses politeness will naturally have associated with it a code of courtesy, the observance of which can add to the pleasure of the game for both players. For example:

Sit up straight – do not lounge over the board. This will be to your own advantage – it is important to view the board as a whole at all times.

While deciding where to place a stone, do not hold it over the board so that your opponent's view of part of the field is blocked by your hand for several seconds. Think, then play decisively

When the situation is such that on the next play you will be able to capture one or more of your opponent's stones, call this to his attention by saying "atari".

Try to win by playing superior Go, not by capitalizing on your opponent's errors. Except in tournaments, it is common practice to take back a move which is an obvious blunder; sometimes several moves are reneged.

In victory, do not gloat; in defeat, do not alibi.

When a spectator, keep silence except when appealed to by the players for advice or comment.

Do not blow smoke in your opponent's face.

Take a large enough handicap from a superior player so that you win about half of your games. One rule is to change the handicap by one stone whenever three successive games have been won by the same player.

A Japanese rule of courtesy which to us appears purely conventional requires that one shall not play his first stone in the opponent's right hand corner.

The conventional way of holding the stones is between the forefinger and second finger, against the nail of the forefinger. They should be placed on the board smartly, which makes a sharp sound when a wooden board is used.

Prisoners are placed in the cover of one's stone-container (tsubo) during the game, so as to be visible to the opponent.

Conclusion

A booklet of this length can only state the bare essentials of the game. The American Go Association, an informal, non-profit organization formed to promote the game of Go, welcomes enquiries on the game itself and the equipment needed for play. The Association may be addressed at 96 Cedar Avenue, Hackensack, New Jersey.

The following game, between two players of mediocre skill, is given with comments on various plays by way of showing how a game of Go is actually played. The literature of Go is rich in recorded games between masters, but such a game would have little meaning for a beginner, since the plays would be based on long-range calculations which only a fellow-expert could understand. The reader will have a better chance of seeing the purpose of the plays if the players are nearer his own level. If no Go set is available, the reader can play the game through by using pencil and ruled paper, making small circles for white, and small dots for black stones.

The letter a indicates atari; the letter n, that a note on this play is given in the text.

Black	White	Black	White
1 R 16 n	2 Q 4 n	51 E 8 n	52 L 3 n
3 C 4	4 E 3 n	53 L 4	54 L 2
5 D 17 n	6 D 15	55 M 3	56 K 2
7 E 16 n	8 K 17 n	57 J 3	58 J 2
9 O 17 n	10 E 15 n	59 J 5	60 L 6
11 H 17	12 M 17 n	61 H 6	62 G 5
13 R 6 n	14 Q 6	63 K 6 n	64 L 7
15 Q 7	16 P 6	65 O 9	66 J 12
17 R 5	18 R 4	67 G 6	68 D 4 n
19 D 6 n	20 C 11 n	69 C 3	70 C 5
21 K 3 n	22 H 3	71 D 5	72 C 6
23 N 4	24 O 4	73 F 5	74 F 4
25 N 3	26 O 3 n	75 E 2	76 F 2
27 R 10 n	28 C 8	77 D 1	78 H 8
29 O 15 n	30 M 15 n	79 C 7	80 B 7 a
31 Q 13	32 P 7 n	81 D 7	82 B 8 n
33 Q 8	34 C 17 n	83 B 4	84 A 6
35 H 15	36 K 15	85 B 5	86 M 9 n
37 C 18	38 D 16	87 N 11	88 M 11
39 E 17	40 H 5 n	89 N 12	90 M 12
41 F 15	42 M 13 n	91 N 10	92 J 18 n
43 E 13	44 D 13	93 H 13	94 H 19
45 E 12	46 E 14	95 G 19 a	96 J 19
47 F 14	48 D 12 n	97 F 18 n	98 N 18 n
49 D 3	50 E 4	99 O 18	100 O 19
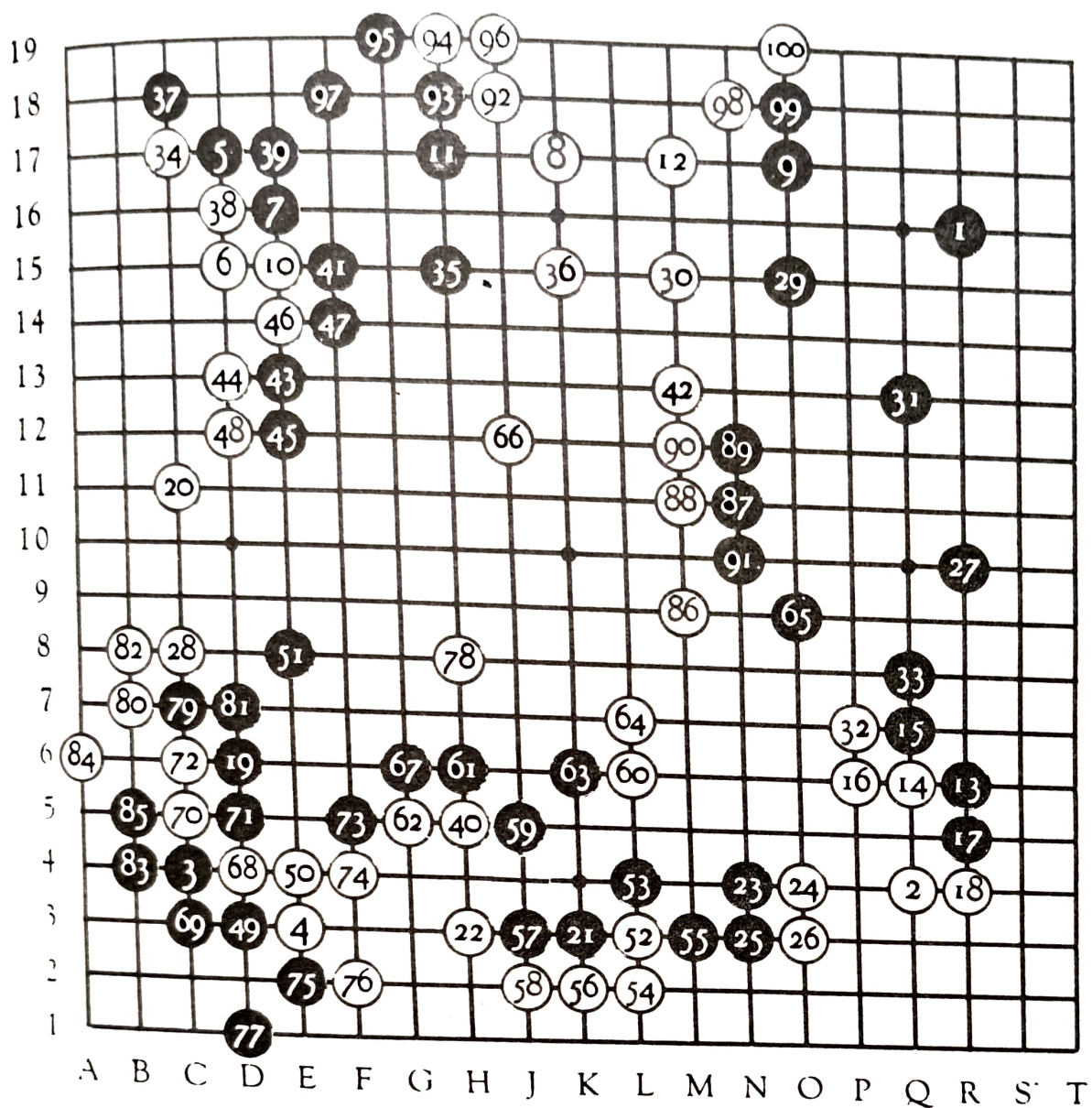
Plays 1 to 100

•1 R16. As usual, play begins in the corners. A stone on the 4-3 point is a frequent first play – it assures at least a reasonable share of the corner.

°2 Q4. The 4-4 point is also a recognized first play; Black can still seize the corner by playing under, on the 3-3 point (R3), and make a safe group, but he would be confined to a small territory, while White's outside stones would form a base for expansion on each side and toward the center.

°4 E3. White may make his second play in the unoccupied corner instead of at E3, but generally it is considered better for him to attack one of Black's corners,

15

as he does in this case. White must be somewhat more aggressive than Black if he is to win, since Black has an initial advantage.

•5 D17. B does not immediately answer the attack on his C4 stone, but plays in the vacant corner - where W again attacks.

•7 E16. This time B answers, with a diagonal play which is frequently used in these circumstances - for example, D5 would have been a conventional answer to White's play at E3. After •7 E16, B threatens to make a large north border territory by playing H17, J17, or even K17.

°8 K17. W limits the play here by his reply at K17 - from which he can press against either the north-east or the north-west corner.

•9 O17. Protects and expands the north-east corner.

°10 E15. W should probably have answered °10 G17, which would have given him a good base on the north border, leaving the D15 stone to be strengthened later. His play at E15 gives B a perfect set-up for a double purpose play at H17, which simultaneously protects the north-west corner and presses the K17 stone.

°12 M17. W now is left with a weak group at K17 - M17 which B later exploits, building up large areas on each side by plays (e.g., •29 and •35) which threaten the safety of the weak white stones while at the same time they enclose territory.

•13 R6. Exemplifies a conventional attack on a stone on the handicap point, and the play through °18 R4 is a well-known joseki (sequence of corner plays).

•19 D6. B has a number of choices open to him for the 19th play - he could elect R10, H3 or G3, O3, C16, or a play around D5.

°20 C11. W answers with a play that strengthens his

D15-E15 stones and limits the expansion of the C4-D6 combination.

•21 K3. B proceeds to stake out a foothold on the south border with a play that threatens the white stone at E3.

°26 O3. W errs again in his reply to •25 N3 – he should have prevented a large B east side by playing around R11.

•27 R10. After this play B has a good position!

•29 O15. Ignoring °28 C8, B builds up his east side while threatening attack on the weak white group on the north border.

°30 M15. W is obliged to answer at M15 with a play which gets him comparatively little. B then peacefully secures himself against attack with •31 Q13.

The Fuseki stage of the game is now about over – Fuseki being the large-scale strategy of the opening. Neither player is shut off from the center; each has a number of territories of reasonable size, but B has one large area which W cannot balance.

°32 P7. Forstalls a B play at this point, which would have been disadvantageous for W. W now has sente (the initiative), which B gave up by making the safety play at Q13.

°34 C17. W now shoulders his way toward the north-west corner.

°40 H5. W enlarges his group on the south border with a play that also threatens the peace of the adjacent black group. B ignores the threat.

°42 M13. W, worried about the weak north stones, replies at M13, which also threatens to invade the east side – a threat which he neglects to follow up later. E8 or K5 would probably have been better than M13 for W.

17

°48 D12. If W had elected to cut at F13 instead of playing at D12, we would have an example of a situation called the ladder (in Japanese terminology Cho or Shi-cho) which frequently occurs in Go. B would reply •49 G13 (to °48 F13) threatening to take; if °50 F12, then •51 F11. °52 G12? •53 H12 and so on, until the white stones are captured when they run into the black stone at N4. If there were a white stone anywhere along this path, the ''ladder'' would not work.

•51 E8. B's plays at D3 and E8 make him very strong in the south-west corner.

°52 L3. W tries to even things up by an attack on the B group on the south border, but is only partially successful. B is able to break out to the center.

•63 K6. Now W's only chance to win is to invade the large black territory on the east, or to build a very large center by pressing on the weak south group. •65 O9 is well conceived toward preventing both these objectives.

°68 D4. After a play (°66 J12) which starts the enclosure of a modest center territory, W proceeds to cut down B's D3 corner considerably.

°82 B8. Protects against a cut by B at B6, which would lead to the loss of the C5-C6 stones, with the threat of other complications.

°86 M9. W feels the situation in the vicinity of B8 to be sufficiently secure so that he need not answer B's play at B5, but instead plays at M9 to further enclose the center. Although the white stones are safe (except C5 and C6, which B can capture at will by playing B6) W would be better advised to play at B6 - not to save the two stones so much as to keep the black stones separated and therefore weaker.

°92 J18. Similarly after the center is sufficiently enclosed, W again breaks away to steal some points on the north border. B must reply or lose heavily, since W

threatens to run a chain of stones along the 18th or 19th line, around which B would have to build a wall.

•97 F18. This or a play at G18, is necessary to protect against °98 G18 atari, further invading Black's territory. If Black tries to run he just makes things worse.

°98 N18. A better play would have been at Q17. W would have had a good chance of either connecting to his M17 stone or making a safe group in the corner.

Black	White	Black	White
101 P 19 a	102 N 19	151 J 9	152 L 8
103 P 18 n	104 S 4	153 H 10	154 G 12 a
105 R 7	106 G 11 n	155 H 13 n	156 B 17 n
107 E 5 n	108 H 4	157 B 18	158 D 10 a
109 N 17 n	110 L 18	159 E 9	160 N 13
111 G 8	112 J 7	161 O 13	162 P 8
113 K 7	114 K 8	163 P 9	164 N 14
115 J 6	116 G 9	165 N 1	166 P 1 n
117 F 9	118 F 10	167 O 1	168 O 14
119 H 7 a	120 J 8	169 P 14	170 J 4 a
121 E 10	122 E 11	171 K 4	172 B 15 n
123 L 5 n	124 F 13 an	173 G 2	174 F 1
125 F 12 a	126 G 13	175 G 3	176 H 2 n
127 J 14	128 K 14	177 D 9	178 C 9
129 J 13	130 K 13	179 M 6	180 M 1 a
131 H 12	132 H 11	181 N 2	182 J 15 a
133 J 11 an	134 K 12	183 H 14	184 M 2
135 H 9 a	136 G 10	185 O 6	186 O 7
137 L 8	138 L 9 a	187 M 5	188 B 6 n
139 M 8	140 N 8 a	189 E 1	190 G 1
141 N 6	142 N 7	191 S 5	192 T 4
143 O 5	144 P 5	193 A 5 n	194 R 13 n
145 O 2 n	146 P 2	195 R 14	196 R 12
147 M 10 n	148 L 10	197 T 5	198 S 11
149 K 9 n	150 M 7+2	199 S 10	200 S 14

•103. P18. See note on •97. The protective stone P18 is very necessary, to prevent W from playing P18. If W is allowed to do this, the black stone on P19 cannot escape, and B would lose many points.
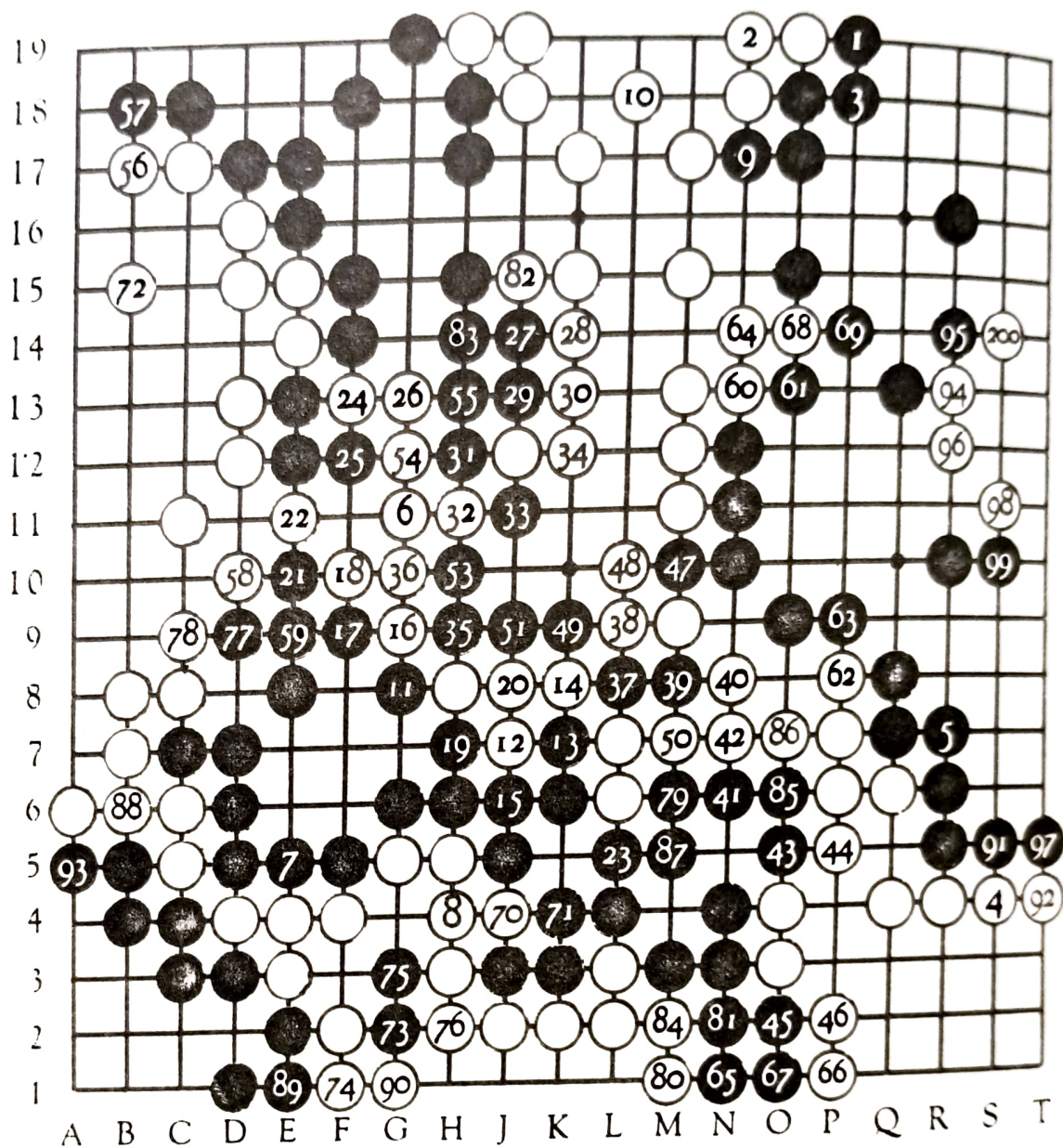
Plays 101 to 200

°106 G11. W finally continues the enclosure of the center and threatens a cut at F13. He could also have played N5 followed by J7 at this time; both these plays keep sente.

•107 E5. B ignores the threatened cut and plays E5, threatening to continue with G4, which would result in the capture of the G5-H5 stones, since W would have to answer F3 or lose the four stones around E4.

•109 N17. Threatens a cut at M18 with the loss of three white stones.

•123 L5. An error. G13 would have been better – L5

20

was intended to prepare for shenanigans with cuts at L8 and H9, but these came to nothing.

°124 F13. W cuts; the better reply to this would have been •125 G13, as subsequent plays show.

•133 J11. This play is pointless.

•145 O2. This is not correct – after °146 P2, B must either give up the O2 stone temporarily or lose sente by protecting it, since it cannot escape if W plays at N2 •145 N2, on the other hand, would have kept sente, since it would have threatened a serious extension into the white corner.

•147 M10. B wisely chooses to play M10 instead of protecting the O2 stone.

•149 K9. This, and plays 151 and 153, are rather pointless.

•155 H13. Saves the H12 stone, but gives up sente. Sente cannot be kept indefinitely, but it should be sold dearly. •155 C16 would have brought a bigger return! W now skips around the board picking up stray points with sente, but errs in turn when he plays °164 N14 – B15 would have been better.

°156 B17. B16 would have been better and would have kept sente, whereas after °156 B17, •157 B18, W should immediately protect against the cut at C16.

°166 P1. W chooses to avoid the Ko fight which B might start by playing P1 should W omit playing here.

°172 B15. W feared a cut at C16 by B, and with good reason!

°176 H2. Correct. °176 F3 would have been bad. B would have played H2 atari, and the white group would die.

°188 B6. W gets a chance to save the two stones he gave up so long ago.

•193 A5. Both players overlooked the fact that W could make the south-west corner into a seki by playing at B2 after all the outside liberties have been filled – that is, after •193 A5. The sequence might be ˚B2, •C2, ˚B1, •C1, ˚A3, •B3, ˚A2, seki. This would reduce Black's score by ten points, giving W a one point victory. B should have played •193 B2.

˚194 R13. W launches a hopeless attack inside B's territory, which B easily squashes.
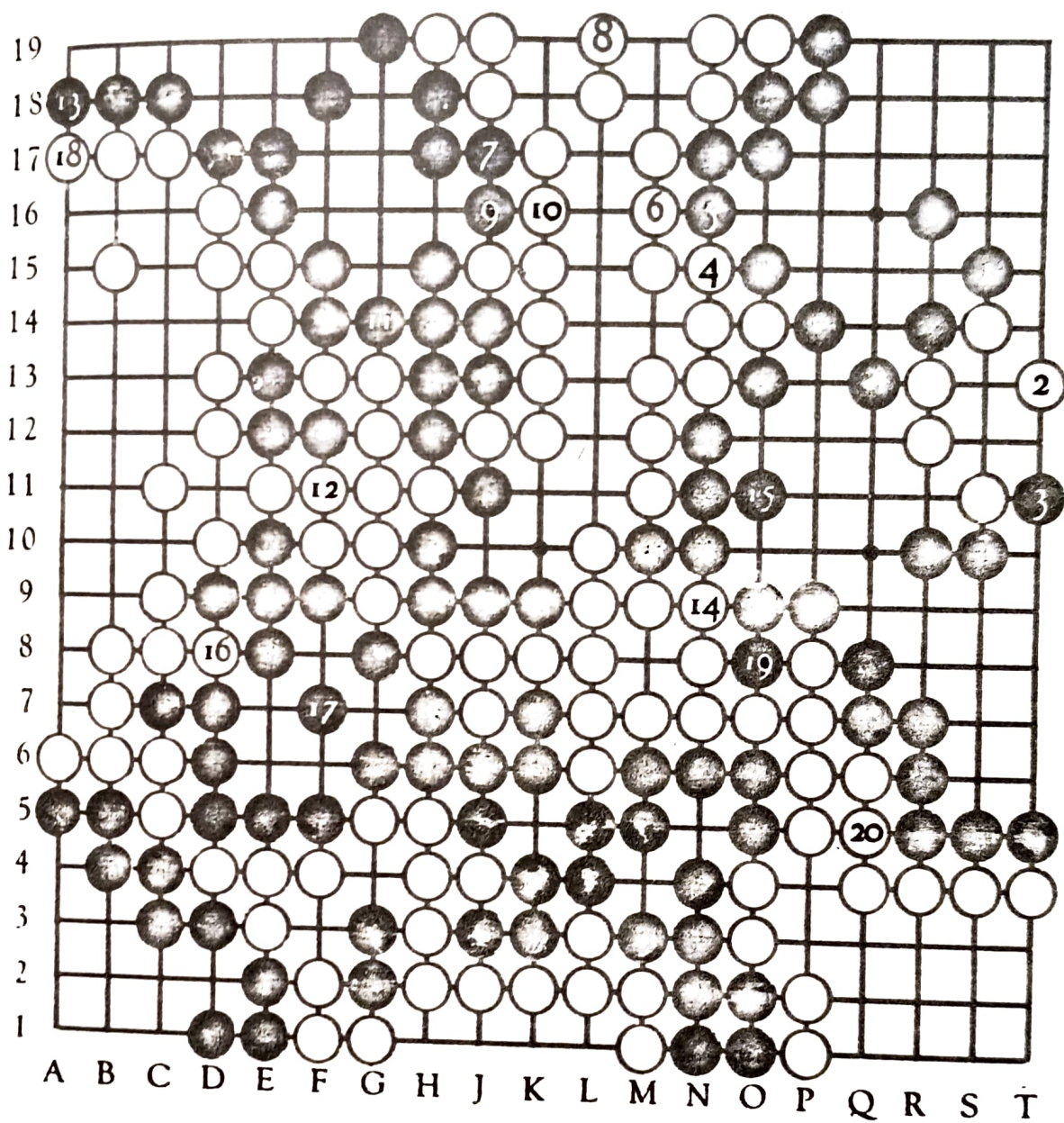
W's attack costs him nothing, since B is obliged to reply to each of W's attacking plays. This kind of footless play is frowned upon. These are the tactics of the beginning player, but too often they are indulged in by players who ought to know better.

Black	White		Black	White
201 S 15	202 T 13		211 G 14 a	212 F 11+3
203 T 11	204 N 15		213 A 18	214 N 9
205 N 16	206 M 16		215 O 11	216 D 8
207 J 17	208 L 19 n		217 F 7	218 A 17n
209 J 16	210 K 16			

˚208 L19. If W allows B to play this point, he loses either the three stones around J19 or the three around N19. The sequence might be: •L19, ˚M18, •K18, ˚K19+1, •K18+4! This situation, characterized by a larger group losing its life in the process of capturing one stone because it puts itself in atari by capturing, is called a cat-in-the-basket or uttegai.

˚218 A17. The last point (except for the overlooked play ˚B2!). There remain only two dame or no-man's-land points to be filled (O8 and Q5) before picking up the dead stones (G2, G3, S11, J9, etc.) and counting the score.

After the prisoners have been filled into the opponents' areas, we find that Black has 75 points, White 66, so that Black wins by 9 points.

Plays 201 to 218